

Ben Hosac - 2D & 3D Game Artist

PORTFOLIO

<http://www.benhosac.art>

EXPERIENCE

Freelance Game Artist, Ben Hosac Art

Orange, California — October 2016 – Present

- Multi-disciplinary tasks on pre-production game projects

Concept & Game Artist, Dark Rift Entertainment

Irvine, California — December 2014 – September 2016

- Modeling of environment, character, prop, and creatures
- Take 3d models from high to low poly game assets
- Creation of culture kits and visual development of game factions
- Coordinate with outside vendors and manage contracted assets
- Provide paintovers, additional concept and feedback for team and contractors

Game Art Generalist & FX Artist, Cadenza Interactive

Tustin, California — March 2012 – November 2013

- UI & ability icon design, creation and integration
- Complete overhaul of existing fx
- Creation of entire new suite of weapons, abilities and perks
- Creation of promotional materials and assets
- Extrapolate variants, model Retrovirus' 34 weapons & 4 class vessels
- low poly remodel of existing pre-production assets
- Modular redesign and model of existing ship for perk, class, and faction

Assistant Artist - Creative Development, Blizzard Entertainment

Irvine, California — July 2011 – December 2011

- Media creation and compiling for promotional purposes, figures, cinematics, etc.
- Art support role for Cinematics, Dev & Marketing teams

Game Master, Blizzard Entertainment

Irvine, California — August 2008 – February 2012

- Document, action and address tos violations or exploits
- Stopgap between dev implemented fixes
- Resolve and moderate player disputes
- Assist at company events (Blizzcon)

EDUCATION

Laguna College of Art and Design, Bachelor of Arts (BA)

Laguna Beach, California — 2002 – 2006

- Drawing, Painting, Sculpture

3D Education

personal & collaborative projects, private study, art workshops, dev seminars, private lessons, youtube tutorials and constant drawing

CONTACT

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<http://www.benhosac.art>

SOFTWARE & TOOLS

3D-Coat

ZBrush

Maya

Substance Painter

Photoshop

Clip Studio Paint

SKILLS

High poly sculpting

Low Poly modeling

Retopology & UV layout

Hand Painted Textures

PBR Textures

Realtime FX

Icons & UI

INTERESTS & HOBBIES

Video Games

Professional Level-ups

Miniature Painting

Caring for the Clone

REFERENCES

Available on request